

CLASSIFIED INFORMATION

NINTENDO POWER™



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Get ready for some hot tips. Our Agents have been working overtime to compile this document of some of the greatest secrets to have ever graced the pages of *Nintendo Power* and, you'll find some new ones, too! Within these pages, you'll find codes that will allow you to start again in the same stage when the game is over, select any level from the beginning, add extra characters in reserve and make your player invincible.

You'll also find choice passwords, some incredibly tricky moves and a few surprises. These are the hidden hints, the whispered clues, the closed door secrets of crafty programmers and sneaky game designers who defy you to find them. Amaze your friends as they watch you achieve incredible feats and astronomical scores. Welcome to the best of Classified Information.

CONTINUE CODES



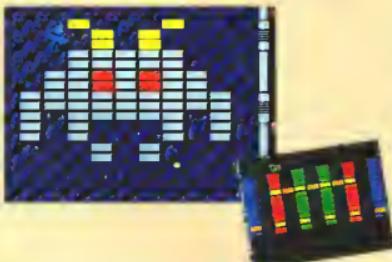
Bounce Back

Super incredible reflexes are needed to break through the mighty space walls without letting the ball slip by every now and again. For this reason, there's a quick code that will let you begin again at the start of the round where you last left off. When the game is over and the title screen returns, press and hold the A and B Buttons, press the Select Button five times and then press the Start Button once. You'll have another try on the last round that you played!

When the title appears, press and hold the A and B Buttons and press the Select Button five times. Then press Start to continue!



The ball can get going at some incredible speeds, so it will pay to know how to continue if it gets by you.



Caveman Continue

Your action packed journey through a prehistoric land can begin again once your caveman character has been knocked out for the last time. It's simple. When the Game Over message appears, press and hold Up on the Control Pad and then press Start. This will start you off at the beginning of the stage that you just played. To get through each stage from the start, you'll have to rely on your own maneuvering skills. Good luck!

When the game is over, press and hold Up on the Control Pad and then press Start.



If you come across one too many caveman dangers, now you can continue on the stage you left off.



CONTINUE CODES



双截龙
The Return

HUDSON'S ADVENTURE ISLAND™

■ Second Chance

The nine stages of Double Dragon II are separated into three sections. To continue in the first three stages when the Game Over message appears, press Up, Right, Down and Left on the Control Pad. Then press the A Button and the B Button. Wait for a few seconds and you'll have a chance to continue your mission. If your game is over in Stages Four, Five or Six, press Up, Down, Left and Right on the Control Pad. Then press the B Button once and the A Button twice. Our Agents are feverishly working on a continue code for Stages Seven, Eight and Nine. We'll let you know what they've found in a future issue of Nintendo Power.

When the game is over in the first three stages, press Up, Right, Down, Left on the Control Pad. Then press A and B. In the middle three stages, press Up, Down, Left, Right on the Control Pad. Then press B once and A twice.



Get a second chance after your untimely demise in the first two thirds of Double Dragon II.



■ To "Bee" Continued

In order to have the ability to continue your game, you'll have to accomplish a simple task first. Just before you reach the Goal at the end of Stage 1-1, hop at the edge of the cliff to find an Egg. Crack the Egg and collect the Bee inside and you'll be able to continue. When your game is over press and holding Right on the Control Pad and press the Start Button. You'll start again at the beginning of the stage that you were last playing.



Jump around near the Goal at the end of Stage 1-1 to find the Hudson Bee.

After you have collected the Bee, when your game is over, press and hold Right on the Control Pad. Then press the Start Button.



No need to start over at the beginning as long as you remembered to collect the Bee at the end of Stage 1-1.

CONTINUE CODES

KUNG-FU HEROES

■ Jump And Jump Again

Fans of Kung Fu Heroes should be flipping for this continue code. When your game is over, you'll be able to start at the beginning of the last stage that you were on with one quick move. As the title screen appears, press and hold the A Button and then press Start. Presto! In playing this game, our Agents have discovered that nothing quite beats perpetual flipping and stomping enemies upon landing. You'll be a Kung Fu powerhouse in no time if you take their advice.

The game is over. Press and hold A. Press Start. Continue. It's as simple as that.



There will be no stopping you with this code.



Keep flipping and clean up!

MICKEY MOUSE

■ Move On Mickey!

Continue in this first Capcom/Disney collaboration simply and easily. When the "Game Over" message appears, press and hold Up on the Control Pad and the A and B Buttons. Then press Start and you will be back in the land where you once were. Our Agents have some advice for you once you make it to the Woods. You'll start in the Spring and the trees will be pink. Enter the second door that you come to and the season will change to summer with green trees. Enter the third door to change the season to fall. After you defeat the second group of bears in the fall, jump and throw Stars at the third tree to the right of the gap. The door that opens will lead to winter. Go completely through winter until it begins again then jump and fire at the tree that is just to the right of the start sign. The door that opens there will lead you to the end of the stage.



When the "Game Over" message appears, press and hold Up, A and B. Then press Start and continue.



Keep going to save Mickey's mystery friend.

CONTINUE CODES



ROBOCOP

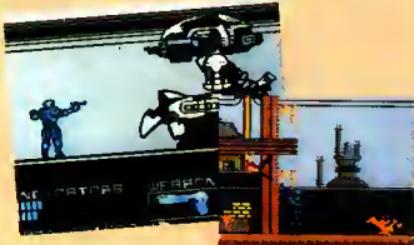
■ Robo Continue

Clarence Boddicker? ED 209? Dick Jones? Forget about 'em! Those characters won't have a chance once you have the power to endlessly continue. When you begin the game, you are supplied with a limited number of chances to continue your game. When those chances run out and the Game Over screen freezes, just press the A and B Buttons, Select and Start all at the same time. The Game Over screen will make way for yet another chance to beat up the bad guys and switch into Arrest Mode. Don't be discouraged!

When the Game Over message comes up for the final time, press A, B, Select and Start simultaneously.



Multiple chances will give you an edge on the competition.



ZZ/ZX RACE

■ Cycle Through Again

Using what our Agents call a classic continue code, you can burn through this futuristic motorcross in no time. When the game is over, press and hold the A Button and then press Start. When in doubt, you can try this one on just about any game. It's bound to work on a few of them. You'll pick up on just about the same place that you left off with this useful code.

Press and hold A when the game is over then, press Start. Viola!



Sail through the race with this super code.



CONTINUE CODES

SUPER MARIO BROS.

■ Super Mario Super Code

When the game is over, hold A and press Start. You'll begin again in the same World that you left off. In case you're new to SMB, here are other good tips. You can see Fireworks when you reach a Flag Pole by simply studying the remaining time in the stage. Try to hit the Flag Pole when the last digit of the time is a 1, 3 or 6. If you make it, you'll receive 1, 3 or 6 Firework bursts, each worth 500 points. If you jump very high and hit the top of the Flag Pole, you'll earn an additional 5,000 points. Also, at the end of World 1-2, take the lift to the top of the bricks and walk over them to a Warp Zone. Two other Warp Zones are yours to find in World 4-2!

To continue when the game is over, press and hold A and press Start. Easy!



Return to the beginning of the World you played before with this simple code.



SUPER PITFALL

■ Hidden Continue

This one is fun because it moves to a hidden menu on the title screen. As soon as the game is over and the title screen appears, press the Select Button, the A Button three times and the Select Button again. The cursor on the title screen will have moved to the line below the 2-player option. Press Start here and continue exactly where you left off!

When the title screen appears, press Select, A three times and Select again. Then press Start and go!



Pitfall Harry never had it so easy with this continue code.



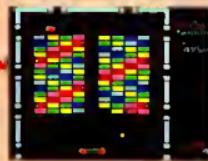
STAGE SELECTS



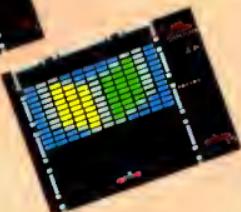
Skip, Skip, Skip

If you happen to be stuck one particular block breaking area, you can simply move on to the next stage, up until you reach Stage 15. At any time in Stages 1 through 14, press the A Button and the Start Button at the same time. This will send you to the next stage! Good luck. The stages get more challenging as you advance.

Press and hold A and to skip a stage in the first half of the game.



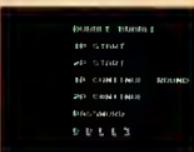
Slip by challenging scenes with a simple move.



Pass Stages With A Password

The secret password is DDFFI. Just enter these letters as your password in this action-packed battle with scrubbing bubbles and you'll be able to change your starting stage number by pressing the A and B Buttons. Here's another tip if you happen to want to play a two-player game and you only started with a one-player game or if the second player's game is over. You have to make sure that the player that is still playing has at least one character in reserve. Then pause the game by pressing the Start Button and press the Select Button to make the other character appear!

Enter DDFFI as your password for the power to continue!



This password is sure to pop you past the competition.



Pause a one-player game and press Select to add Player Two.

STAGE SELECTS

DIG DUG II

■ Dig This Move

Start digging at any stage with one quick maneuver. Once the title screen stops rolling, press the A, Select and Start Buttons all at the same time. The stage number will appear with no enemies on the screen. Change that stage number by pressing Up and Down on the Control Pad. When you reach the desired stage, press A or B to begin!

The title appears solid. Press A, Select and Start simultaneously. Then press Up and Down on the Control Pad to select stages!



Using a simple move, you'll be able to go anywhere in this game!



GOLGO 13

■ For Experts Only

Our Agents have discovered a way to skip ahead in this exciting spy thriller. You may have to give this code several tries before it works, as it is somewhat complicated. Get a friend to help you so you'll have more hands to enter the code. In the demonstration sequence, when the close-up of Golgo 13's eyes appears, press and release the Start Button on Controller I. Then on the same Controller, press and hold Up on the Control Pad and the A and B Buttons. Next, on Controller II, press and hold Up and Left on the Control Pad and the A and B Buttons. Finally, press Start on Controller I again. Two zeros will appear on the screen. Change the zeros by pressing Up and Down on the Control Pad of Controller I. When you get to the numbers that correspond with the desired Act on the Key below, press the A Button and be prepared to face the challenges ahead. Good Luck!

On the close-up of Golgo 13's eyes, press Start then press and hold Up, A and B on Controller I. On Controller II, press and hold Up, Left, A and B. Then press Start on Controller I.



Try this code a few times and you'll be able to skip ahead!

KEY

CODE	ACT
00	1
08	2
0A	3
12	4
1E	5
32	7
38	8
3B	9
40	10
49	13

STAGE SELECTS

KARNOV

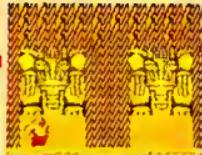
■ Go Anywhere

The bulky slavic warrior, Karnov, can skip ahead to any stage he pleases with this code. Before the title screen appears, press and hold Right on the Control Pad along with the A, B and Select Buttons all on Controller I. Then on Controller II, press the A Button with the number of stages that you would like to skip. Finally press Start on Controller I. There you have it!

Before you see the title screen, press and hold Right, A, B and Select on Controller I and press A on Controller II with the number of stages that you would like to skip. Then press Start on Controller I and play!



Karnov will prove to be a powerhouse in any stage you select.



Red Racer

■ Speed Ahead

Here's a way to go to any track that you want in this cross country-car race. Once you choose your car, press the B Button with the number of tracks that you would like to skip. Then press and hold Up and Right on the Control Pad and press the Start Button and you'll start on the desired course.

Choose your car, press B for as many tracks as you'd like to skip, press and hold Up and Right and press Start.



Skip ahead to a new leg of your race across the country.



If you'd like to see the end sequence, press the B Button 64 times while you're entering the code above.

STAGE SELECTS

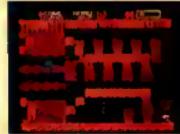
ROBO WARRIOR

GOBLINS

Select Stages And More

This one can be a little confusing but it's well worth it as there are many applications. First collect 62 Bombs. Then defeat a Lurcher (looks like a spider) with the regular weapon. Press the Start Button to see the subscreen and move the cursor to the Energy Capsule but don't activate it. Next press and hold Up and Left on the Control Pad of Controller II and push the A Button twice on Controller I. At this point, you'll have unlimited items. Now, on Controller I, press Up and Left on the Control Pad and the Select Button all at the same time. The Stage number will appear on the screen. You will be able to change that number by pressing the A and B Buttons. Move On!

After you have unlimited items, press Up, Left and Select on Controller I. Then press A and B to change the stage number.



Get unlimited items and skip ahead, too! The code will take some practice so keep trying.

Go Ahead

You'll be able to move to any part of any stage with this move. When the title screen appears press and hold Right on the Control Pad, press the B Button three times and release. Then press Up, release and B three times, Left, release and B three times, Down release and B three times and press Start, all before the demonstration sequence begins. The stage number will appear. Change it with the A and B Buttons.

On the title screen, press and hold Right, press B, B, B, and release Right. Then press Up, B, B, B, Left, B, B, B, Down, B, B, B and Start. Then press A and B to change levels.



Follow the described sequence.



Play at any level!



Select the desired stage.

The challenge increases as the levels advance. Practice at low levels first, then try some more challenging parts of the game.

EXTRA PLAYER CODES

BAD DUDES

■ Extra Bad

Your mission to save the president will have a much better chance for success when you have 63 players in reserve using this special code. When the title screen appears, on Controller II, press the B button and the A Button then press Down, Up, Down and Up on the Control Pad. Press the Start Button on Controller I and you'll begin with the odds heavily in your favor.

When the title screen appears, press B, A, Down, Up, Down and Up on Controller II. Then press Start on Controller I.



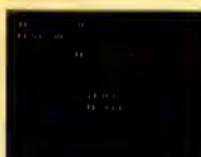
You'll have no problem with the evil agents of the president's captors once you have 63 extra fighters on your side.



■ Fight! Fight! Fight!

In affect, with this special code, you'll have 120 chances to defeat the evil green aliens in their jungle hideout. When the title screen appears, press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then Press the B Button, the A Button and Start. You'll start with 29 men in reserve. If your supply is depleted, you'll be able to continue and start with 29 more.

On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start.



Your chances to wipe out the Aliens will be Incredibly Improved with this super code.



Use the 30-player code and continue with 30 more players when your game is over.

EXTRA PLAYER CODES



Steal Chances

If there isn't a second player helping you take on the Black Shadow Warriors, you can begin the game with seven fighters in reserve instead of the usual three. Transfer the lives received from a two-player game all to Player One. Select a two-player game where the blows from the players can hit each other (2P Play B) and clear the first screen of enemies. Then eliminate the other character Player Two by knocking his energy down to nothing. It'll be easy since Player Two won't be moving. Every time the Player Two fighter loses a character in reserve, you'll gain one! You'll then be ready to take on the enemies on your own.



Select the 2P Play B option.



Knock out Player Two.



Build up to seven fighters!



Bonus Ships

In a variation of a code that our Agents have found for several Konami games, we have discovered a procedure which will greatly aid you in your mission to free the planets from Gyrusian forces. This code will award you with several extra chances to defeat enemy armies. As soon as the title screen appears, press the A Button then press the B Button and, on the Control Pad, press Right, Left, Right, Left, Down, Down, Up, Up and then press Start. Quickly choose your Attack Control and then press Start again. Seven reserve ships will show on the screen but you'll actually have as many as 30 ships left.

On the title screen, press A, B, Right, Left, Right, Left, Down, Down, Up, Up and Start. Then choose your Attack Control and press Start again.



A fleet of ships will be yours with this quick code.



EXTRA PLAYER CODES

Kid Icarus



POW!

■ Endless Potions

Fight on to Medusa's hideout with an infinite supply of Life Potions! Just enter the following password:

Buuuuu uuuuuu
uuuuuu uuuuuu

You'll begin the game in Stage Four, Medusa's Fortress. Only 1 Life Potion will show on the sub-screen. Once it is used, though, the number of remaining Life Potions will stay the same. Continue to fight and defeat Medusa. Then start the game again and continue with unlimited Potions!

Start your password with an 8 and finish it off with "u" characters.



Your life meter will continue to refill one square every time it is depleted.

■ 21 Gun Salute

Multiply your chances 7 times over to infiltrate GOON Headquarters. With a very quick and easy code you can have 21 chances to eliminate the enemies rather than the usual 3. When the title screen appears, press the A Button once and the B Button twice. Then press Up, Up, Down and Left on the Control Pad and the Start Button. Your game will begin with 20 characters in reserve.



When the title screen appears, press A, B, B, Up, Up, Down, Left and Start.



The GOONs will have no chance when you have an army of fighters behind you.



MULTIPLE 1-UPS



■ 1-Up Loop

Get up to 9 1-Ups by warping to Transylvania indirectly. When you select the African Mines and you don't have the Skeleton Key, Louie will direct you to Transylvania. When you enter Transylvania, collect the two 1-Ups, warp into the room with the Skeleton Key and warp back to Duckburg without collecting the Key. Repeat this maneuver until you have the maximum of 9 Ducks in reserve and then get the Key as you leave. This way, you'll be ready for the challenges ahead!



Let Louie send you to Transylvania.



Collect a 1-Up by whacking this rock into the chest and use the Warp Mirror.



Negotiate the Mine Cars.



Collect this 1-Up in the area to the right of the Mine Cars.



Pass up the Key and repeat this maneuver.

■ Bounce Back

Here's a handy move that will earn you hundreds of 1-Ups, 10 at a time, in this challenging action game. At the beginning of Stage 1-3, when you jump across the first water that you come to, you'll collide with a pole. As the pole sends you upwards to the next screen, press and hold Left on the Control Pad so that when you land you'll drop straight down onto the top of the pole. When you land on the pole, you'll bounce up and down each time earning a 1-Up. After you have 10 1-Ups, jump into the next available pond, repeat the process and continue to collect 1-Ups. Do not collect more than 255 1-Ups. If you do, the total will reset at Zero.

Bounce on the pole in Stage 1-3 and hold Left when you hit the next screen up. Then continually bounce on the pole for 1-Ups!



Jump across the water in Stage 1-3 and bounce up to the next screen.



Hold Left on the Control Pad while you are in the upper screen.



Bounce 10 times on the pole and collect a 1-Up for each bounce.



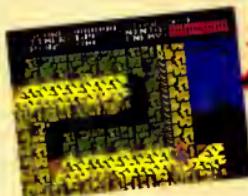
Collect a ton of 1-Ups, but don't go over 255.

MULTIPLE 1-UPS

NINJA GAGE

Cast Of Thousands

Enlist the help of a large supporting cast in Area 5-3 of this mysterious adventure. Climb to the third floor and collect the 1-Up hidden there. Then go back down to the first floor, climb up again and the 1-Up will be back. Repeat this maneuver as many times as you want and collect a ton of 1-Ups for a good Ninja reserves.



Return to the beginning of Stage 5-3 after you collect the 1-Up on the third floor.



Collect the 1-Up, drop down to the first floor and climb up to collect it again.



SUPER MARIO BROS.

Turtle Tip

There are a few places that you can try this challenging but very valuable trick. The best place to give it a shot is on the stairs near the end of World 3-1. Jump on the second Koopa Troopa so that all that is left is a shell and jump down to the next lower step. Then leap and hit the left edge of the shell to knock it into the step and it will bounce back. If your timing is perfect, Mario will hit the shell into the step again and a chain reaction will begin. You'll start by earning extra points and then 1-Ups!



Earn extra 1-Ups in World 3-1.



Knock out the second Koopa Troopa to come down.



Jump onto the left edge and a chain reaction will begin.



Don't collect more than 100 1-Ups or your game could be over quickly.

SPECIAL MANEUVERS



DOUBLE DRAGON



■ Unlock Secrets

You've probably picked up a few clues about the hidden passages between some areas. There's only one way that you can open up those passages. While you're at it, collect an extra weapon. In Neutral Area 17, a Commando in one of the rooms will talk to you from a distance, but he'll only give you the information that you are seeking if you cross the spiked pit in the room and meet him directly. Continue to persuade this character with your Bionic Arm and eventually, he will give you an extra weapon.

Reveal the hidden passages by speaking directly to the Commando in Neutral Area 17.



This character will talk to you as soon as you enter.



Swing over and learn about the passages.



Eventually, the hidden tunnels will be revealed and open for you to use.

■ Invisible Williams

Build up as many hearts as you need in Mission Two! Climb the fence and clobber Williams to get the bat. Then advance to the right, climb down and walk slowly to the right. When the Williams with the dynamite appears, move up against the pile of girders and he will follow. Then move to the left and climb up the fence before Williams can walk past the end of the girders. Williams will freeze when you start climbing. When you get to the top, backtrack over the gap and advance as far to the left as you can. When you turn around and go back to where Williams froze, you won't see him but if you swing your bat, you'll earn the points that you would earn if he were actually there. Continue to kick and swing your bat for as long as time allows. You could earn up to seven hearts!



Lure Williams against the girders.



Freeze him while you climb the fence.



Move back to the left.



Return and swing your bat where Williams disappeared for big points.

SPECIAL MANEUVERS



LEGACY OF THE WIZARD

■ Shields Up

The Konami code strikes again! The same code that can be used in Contra and Life Force to net extra lives can be used in this space adventure to start with full options and shields. As soon as the game starts, press the Start Button to pause. Then press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad and press the B Button and the A Button. Then press Start again to resume and the Vic Viper will be ready for the challenges ahead. Two Options and Shields will be especially helpful when you get to the twin Volcanos of Stage One.

Pause the game, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Then resume with full options and shields.



Stop for a moment as the game begins.



Enter the code and get going!



Your fighter will easily plow through the enemy hordes when it's loaded with extras.

■ Magic Code

This sequence will require more than two hands to enter, so get a friend to help. With Controller II, press and hold Right and Up on the Control Pad and the A and B Buttons. With Controller I, press and hold Left and Down on the Control Pad and the Select Button. Then press the Start Button on Controller I. You'll hear a tone. You can then perform the following three tricks.



In the family room, point the cursor at the painting on the wall and press the A Button to cycle through all of the game's music.



Choose Roas and try to purchase the Crystal in the first shop. You'll receive free armor.



Inside again, you can earn 128 lives.



Inside the house, point the cursor at the painting. On Controller II, press and hold Left and B. Then, press and hold Left on Controller I and press A. You'll have all of the items and 128 extra lives!



Once you get free armor and let your magic run dry, return to the house and enter the code shown above for extra items and lives!

SPECIAL MANEUVERS



■ Extra Allowance

At the beginning of your mission to restore peace to the World Tree, the King will give you 1500 Gold Coins. Our Agents have discovered that the King will bestow his generosity upon you every time that you come to him without any Gold. Perfect the art of selective shopping and you should be able to buy supplies enough to spend every last Coin. You can start off by purchasing a Hand Dagger, three Red Potions, and Elixir and three J Keys. Return to the King, get 1500 more coins and buy the Deluge. Then spend the rest on a combination of Dried Meat, Martial Arts Lessons and Magic. By defeating small enemies with the Deluge and your endless supply of Magic you can build your experience to incredible levels even before you leave the first town!



Receive an initial allowance from the King.



Spend all of your Coins.



Get a new allowance when you are down to nothing.



Continue this maneuver until you have all of the items that you can hold.



■ Money Exchange

A large part of the strategy of this lengthy role playing game involves getting together the right party. Here's a way that you can collect an unlimited supply of Gold Coins while creating your ultimate party. Bring a new character into the party, transfer his starting 100 Gold Coins to another character and delete the new character. Then make another new character, take that character's Gold and continue to repeat the maneuver until you are rich beyond your wildest dreams!

CHARACTER LIST	
01	HESTE HINFO 11
02	ARANA HINFO 12
03	EDDIE HINFO 13
04	COCOON HINFO 14
05	
06	10
07	11
08	12
09	13
10	20

Create a new character.

100000	HESTE	GIVE	100
100000	EDDIE	GIVE	100000
100000	COCOON	GIVE	100000
100000	ARANA	GIVE	100000
100000	EDDIE	GIVE	100000

Steal that character's Gold and repeat!

100000	EDDIE	GIVE	100
100000	COCOON	GIVE	100000
100000	ARANA	GIVE	100000
100000	EDDIE	GIVE	100000
100000	HESTE	GIVE	100

Delete one character and create a new one.

100000	EDDIE	GIVE	100
100000	COCOON	GIVE	100000
100000	ARANA	GIVE	100000
100000	EDDIE	GIVE	100000
100000	HESTE	GIVE	100

Steal the new character's Gold.



SOUND TESTS



GUARDIAN LEGEND™

Tune Trial

Single out the sounds of The Guardian Legend with this Sound Test. When the title screen appears, press and hold the A and B Buttons. Then press Reset on the Control Deck. "Sound Test" and a number will appear on the screen. Change the number by pressing Left and Right on the Control Pad and press Down to demonstrate the corresponding music or sound effect.

Press and hold A and B and press Reset on the Control Deck.



Listen to your favorite
Guardian Legend
sounds with this
maneuver.

NINJA 外伝™

Testing...One, Two...

When the screen reads "TECMO PRESENTS 19B9" press and hold Left and Down on the Control Pad and the Select, A and B Buttons. Then Press the Start Button, "SOUND" and numbers will appear in the middle of the screen. Change the number by pressing Up and Down on the Control Pad. Start the sounds by pressing the A Button and stop them by pressing the B Button.

When "TECMO PRESENTS 19B9" appears
press and hold Left, Down, A and B. Then
press Start to begin the test.



Experience the sounds
of this adventure
without actually playing.

LEGACY OF THE WIZARD™

Music Lesson

This music sampling is part of the Legacy of the Wizard trick described on page 18. When the code is entered point the cursor at the painting on the wall in the family's room and press the A Button to listen to all of the tunes in the game.

With Controller II, press and hold Right, Up,
A and B. With Controller I, press and hold
Left, Down and Select. Press the Start on
Controller I. A tone will signal success.



Play the list
of Legacy
of the
Wizard
tunes with
this test.

SURPRISES

DIG DUG II™



SOLOMON'S KEY™

■ Break-Off Bonus

A good strategy to use in order to get rid of several enemies at once is to cut off a whole chunk of the island so that the enemies that occupy that land will fall into the water. Our Agents have found that if you cut off three pieces of the same island, not only will you have less enemies to deal with but you will also find a bonus vegetable for extra points!



Cut off three parts of an island and receive bonus points.



STINGER

■ Blast And Score

There are a few points on the ground that will produce bonus Konami Symbols for extra points if you drop Bombs on them. Look at the two pictured examples below and bomb those areas for a bonus.



Drop Bombs here to earn bonus points.



■ Unexpected Visit

In Room 17, you can summon the hero of another Tecmo game, Mighty Bomb Jack! It takes expert abilities to perform this trick, as this room is a real challenge. It will only work if you don't lose a character in the room. In the lower half of the room there are eight blocks with sparks. You must first eliminate or reroute the spark on the upper-right block. Get to the top of the block, create a block to the right, jump onto that block and hit your character's head against the block above 11 times. Mighty Bomb Jack will leap into the upper half of the room!



Move to the block in the upper-right.



After you get Mighty Bomb Jack, the enemies will turn into fairies. Collect 10 of them for a 1-Up.



Jump and hit the top block 11 times.

INVINCIBLE CODES

Kid Icarus

Invincible Icarus

Medusa's minions will be no match for the powerful Pit when he has the benefit of a special password that our agents have developed. The hero of this classic adventure will start at the beginning of the Overworld Fortress after you enter the password, ICARUS FIGHTS MEDUSA ANGELS. The points will be phenomenal tool You're sure to receive the best ending with this code!



E-Z B Jet

Risk-Free Rescue

The enemy intruders will be no match for your souped-up cycle when you enter this super code. When the title screen appears, on Controller II, press and hold Left on the Control Pad and the A and B Buttons. Then, on Controller I, press Up, Up, Down and Down on the Control Pad and then press the Start Button. You'll be unbeatable!

Enter the password ICARUS FIGHTS MEDUSA ANGELS.



Fight through the rest of the game with an unbeatable warrior.

When the title screen appears, press and hold Left, A and B on Controller II and press Up, Up, Down, Down and Start on Controller I.



Enter this code and be invincible.

RAMBO

Well Trained Warrior

Make a super soldier even more powerful. Just enter the following Password:

H800 IbW2 kG4Q KwKc
66WH QbW2 0F1D G19D

The "0" characters in the code are all zeros. You'll start at the very beginning of the game with what would seem like normal abilities. When enemies hit Rambo, his energy will go down but he will continue to fight even after his energy is depleted.

Enter the code, H800 IbW2 kG4Q KwKc
66WH QbW2 0F1D G19D for an invincible fighter.



Rambo will still be affected by hits.



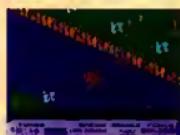
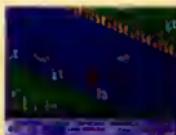
With this code, though, he'll never be defeated.

BONUS POINTS



Tread Water

Earn extra points two different ways in this high speed boat race. First, when you cross the finish line, spin in the air for 1,000 points per rotation. Next, on the waterfall stages, let the back end of your boat balance over the edge and earn points for being a daredevil!



Spin when you win for bonus points.



Accelerate just slightly while over the edge and earn points.

Bonus Stage Revealed

Our experts have discovered the secret to the Bonus Stage. If Uncle Scrooge's fortunes for the current stage add up to a number with a 7 in the 10,000 digit (fifth digit from the right) and he asks Launchpad to take him to Duckburg, they will land in a special Diamond packed area in the clouds!



Make sure that the fifth digit from the right of your score is a 7.



Let Launchpad take you to Duckburg.



Before you get to your destination, you will detour to a diamond filled Bonus Round.



Stop between the last two totems.



Collect the bonus fruit!



Wait for the platform to appear.



Keep an eye open for keys and upward bound platforms.



Bonus Stage Bonanza

Bonus Stages on Adventure Island will let you reap in a crop of ripe fruit for extra lives and points. When you get to the last two totem poles in Area 1-1, defeat the enemy and wait between the poles. In a few seconds, a platform will appear and take you to the first Bonus Stage!

PASSWORD PATTERNS



■ Codes Cracked

Our Agents have found the passwords that allow you to begin at any level in the First or Second Quest to destroy the enemy fortress. Enter these passwords and take off!

First Quest



Stage	Password
2	I 8 T A
3	K A 9 I
4	6 K A I
5	8 N Y U
6	2 A P P
7	0 S 8 5
8	S U G A

Second Quest



Stage	Password
2	1 1 N A
3	5 A J I
4	T O B I
5	N D A 4
6	M A 1 K
7	D O M O
8	7 N D E

■ Uncanny Codes

There are a few new variations to the challenge in this earth stomping thriller. Certain literal codes will allow Godzilla and Mothra to take on different enemy arrangements. The most awesome challenge awaits when our horrific heroes take on the whole bunch at once. This can be done by entering the code, DESTROY ALL MONSTERS (there is no letter "O" in the code system so, use a zero instead). To meet only Monster Zero in a head-to-head battle at the very beginning enter the code, MONSTER 0. You can also just sit back and take a look at the opening and closing scenes by entering the code, START TO END. Go to it!

DESTROY ALL MONSTERS

Take on the whole crowd of mutant monsters at once with this password.



MONSTER 0

It's a one-on-one battle with Monster 0!

START TO END

Watch the beginning and ending sequences without even playing.



PASSWORD PATTERNS



Compete In Any Category

Compete as a member of the Korean team and go for the Gold.



Send the Soviet Union into any level of competition.



The team from China competes well on any given day.



Use these passwords to take the USA team to any day of competition.

KOREA

Second Day	MLGF6VRIC
Third Day	MDS3KURYC
Fourth Day	MDS36URIC
Final	4DG3KVJY4

U.S.S.R.

Second Day	RSS36VRWC
Third Day	RGS3KURD4
Fourth Day	JSSF6URDC
Final	JSSFKVJWC

CHINA

Second Day	CLS36VRGC
Third Day	BDS3KURGC
Fourth Day	BDS3BURSC
Final	CDGFKVJS4

Send the Germans into the finals!



Wave the Maple Leaf on the victory stand!



Put competitors from Great Britain into any day of the Olympic Mode competition.



W. GERMANY

Second Day	NDS36VR24
Third Day	5DG3KUR22
Fourth Day	NLG36URTC
Final	NDG3KVJT4

CANADA

Second Day	ILGF6VRDC
Third Day	YLG3KURDC
Fourth Day	IDGF6URDC
Final	ILS3KVJDC

U.K.

Second Day	ZYGF6VRM4
Third Day	AYG3KURM4
Fourth Day	AYS36URMC
Final	AYSFKVJMC

Give the team from Kenya a chance for the Gold.



Send France into the last day.



Bring the Japanese team victories in every event.



KENYA

Second Day	ISSFBVRFC
Third Day	YGGFKUR3C
Fourth Day	YGS36URFC
Final	YSG3KVJ3D

FRANCE

Second Day	TLS36VRCC
Third Day	2LGFKURBC
Fourth Day	TDS36URCC
Final	2LSFKVJCC

JAPAN

Second Day	SSS36VRPC
Third Day	SSS3KURPC
Fourth Day	SGG36URX4
Final	SSGFKVJPC

PASSWORD PATTERNS

PUNCH-OUT!!

The End Is Near

The rumor is true! There is a code that will send you directly to the Dream Fight with Mike Tyson! He is, by far, the best boxer in the game and the only way that you'll be able to knock him on the mat is to master fighting the other opponents first. You'll see what we mean by entering 007 373 5963 as your Pass Key.

Before you take on Iron Mike, practice with some of the less challenging fighters.



005 737 5423



Give Don Flamenco the old "one two" after he lets loose his uppercut.

777 807 3454



Guard against Piston Honda's powerful piston punch.



007 373 5963



Enter this code to go directly to the Dream Fight with a 0-2 record. Watch out for super powerful blows in the first 90 seconds.

135 792 4680



Here's a different route to the Dream Fight. Enter 135 792 468 and leave the last digit at 0. Then, press end and hold the Select Button and press A and B at the same time.

106 113 0120



Watch the end credits without ever even playing! Just enter 106 113 012, leave the last digit at 0, press and hold Select and press A and B. There you have it!

PASSWORD PATTERNS

KNIGHT RIDER

■ Desert Battle

Michael and Kitt have their work cut out for them in Phoenix. Enter the Password below and you will be able to go right to the desert with nine players remaining.

NSMRNQIUKRISD

Enter this password to take out Karr, a vehicle with all of Kitt's powers on the road to Phoenix.



Deadly Towers

■ Start Out Strong

The challenge ahead is extremely difficult and can be made easier with extra defenses. Using a special technique in entering the password earns the best armor. At the start of the game, let your character be defeated at the first opportunity. Write down the password and substitute the first two letters with EF or FE. Enter this new password and Prince Meyer will have powerful protection.



You can prevent these enemies from getting the best of you by using this password.



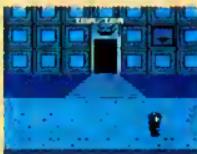
ROGER RABBIT

■ Full Load

Our agents have found a password that will give you everything you need to get to Judge Doom. Just enter the password below, select the Will and get Dynamite in the next store. Then blast into Toontown and go!

LLHHHHHHH
HHHHHHH
HHHHHHH3B

Enter this easy to remember password and head for Toontown!



Get a password just after you begin and change the first two letters to FE or EF.

The Best Armor!



Change the first two letters to FE or EF!



Get the best defense!

SUPER STRATEGIES

ZELDA II: THE ADVENTURE OF **LINK**

■ Magic And Experience

In your second adventure through Hyrule, you can jab at the visor of the Ironknuckle statue located at the outside of Palace Two and beyond to gain Magic and Experience points. When you hit the Ironknuckle it will either come to life or produce a Red Magic Potion. If the potion appears, use the Life Spell to replenish your life and then take the potion to replenish your magic. If the statue comes to life, defeat the Ironknuckle for 100 experience points, leave, come back and repeat the process.



Aim for the statue's visor.



Use the Life Spell and collect the potion.



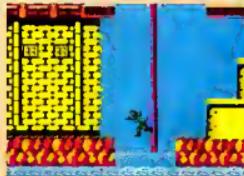
Defeat the Ironknuckle, leave and return to earn 100 pts.

SOUL COMMANDO

■ Apparatus Applications

The Bionic Arm, while slightly difficult to get used to, is an extremely useful apparatus. Mid-air swings timed just right will help your character move across wide gaps easily. A free-fall tumble can be saved out of nowhere with a last chance extended reach. The Bionic Arm can also be used to grab items that may be too far away or too dangerous to run to. A key to your success will be to master the use of this device. By the way, if you ever get stuck in a level without the right weapons, press Start, A and B simultaneously to go back to the map.

Don't give up if you start falling...



Reach out with your Bionic Arm and try to swing out of your predicament.



A jab to Ironknuckle's visor may reward you with a Red Potion. Or it could bring the statue to life.

SUPER STRATEGIES

Blaster Master

■ Extended Grenade

Eliminate a few of the sinister stage rulers with a special grenade throwing technique. Grenades remain active in the Pause Mode. With the right timing, you'll be able to use this to your advantage. While confronting the leaders of Stages Two, Four, Six and Seven, throw a grenade and press the Start Button to freeze the action at the same time that a hit has been registered on the enemy. The character will not be moving but the grenade should still be flashing. Wait for about 15 seconds so that the grenade will have its full effect and resume. The enemy should go down immediately.



Toss a grenade at the enemy and freeze the action when you score a hit. If the grenade is still active, wait and resume after a while. You'll win the battle easily!

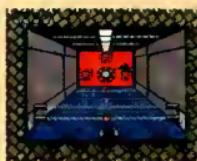


CONTRÀ

■ Right Angle

Among the biggest challenges in this battle against strange jungle dwelling aliens is head on fighting in the enemy bases. It pays to stay low as there is a lot of enemy fire, but if you are low you can't reach the higher targets. If you're playing a one-player game, though, you can shoot upward at an angle and get higher enemies while on the ground. Just hold Down on the Control Pad of Controller I and hold Up on the Control Pad of Controller II. When you fire, you'll aim high.

In the bases, hold Down on Controller I and Up on Controller II. Fire and you'll hit higher enemies.



Stay low in enemy bases to avoid fire.



Press and hold Up on Controller II for a better angle.



Aim for the turrets!

SUPER STRATEGIES

DOUBLE DRAGON



■ Get A Lift

Learn a few levitation tricks in Mission One. In the area where Lopars throw barrels, grab a barrel and walk close to the corner of the building on the left until your character's feet are slightly above the ground. Throw the barrel and it will spiral off the screen! Near the end of the Mission, where the Lindas are, walk to the right against the wall between the pipes and press Up on the Control Pad. You'll rise up magically!



The amazing spiralling barrel.



Look! No strings!

GUARDIAN LEGEND™

■ Read all About It

As soon as you clear the first flying scene, you'll learn a little of the story behind your adventure. If you'd like to read the whole story, just press and hold the Select Button and press the B Button repeatedly.

Press and hold Select. Then repeatedly press B for all of the messages in the game.



Get some valuable clues for later in the game.



■ Patience Pays

The Leaf Shield uses no energy until it is released. For this reason, Mega Man can use it for very long periods of time. The Airman Stage is a perfect place to activate the shield and wait for enemies to drop. When swarms of flying creatures hit the Leaf Shield, some will produce energy and 1-Ups. When 1-Ups do appear, collect them and the energy capsules that surround them. Then activate the Leaf Shield again and wait for more.



Activate the Leaf Shield and wait for enemies to fly by. You'll get plenty of energy just by standing in one place.

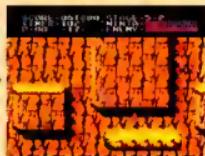


Collect the 1-Ups and activate the shield again.

NINJA KAKU

■ Up And Over

There's a very tricky jump in Stage 5-2 that you can avoid by climbing up over the top of a bluff. At the point pictured below, jump to the right, and grab onto the wall. Then climb the wall by pressing and holding the A Button and rocking the Control Pad to the Left and Right. When you get to the top, you will fall to the right through the wall and land safely.



Climb up and fall over to the right.

SUPER MARIO BROS. 2

■ Shortcuts To Birdo

Our Agents have discovered that in at least three stages, you can cut from an early part of the stage to a confrontation with Birdo. These shortcuts are in Stages 1-1, 3-1 and 6-3. With some practice, you'll be able to get right to the battle with Birdo and cut out the stuff in between.



SUPER STRATEGIES



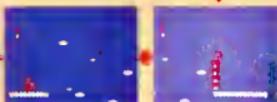
STAGE 1-1



In the first stage, enter the cave with the waterfall and jump with super speed over the water. Break away the wall to the left by dropping bombs just at the right time and enter the door. On the other side, climb up and over the rocks to Birdo.

STAGE 3-1

Go through the door near the beginning. Then climb the clouds to a magic carpet and float up to a vine. Throw mushroom blocks onto the clouds and advance to the left to a door. Enter the door, bomb the wall on the other side.



STAGE 6-3



Just after you climb the ladder in Stage 6-3, walk to the left and let your character sink in the sand halfway. Press the A Button repeatedly and advance to the left under a wall. On the other side, you'll find a door to Birdo.

SUPER STRATEGIES

RAMBO

Skip The Flying Fortress

Our Agents have found out that there is a hidden exit in the last P.O.W.'s cell. Break the wall and enter the cell. Then walk out of the cell, turn around and walk back in with the P.O.W. following. When you stop at the right wall, the P.O.W. should be about three blocks behind. Press the A Button quickly and repeatedly and rock the Control Pad Left and Right. Your character should eventually work up through the wall to the right.



Jump up through the wall in the last cell. You will bypass the Flying Fortress and go straight to your escape helicopter.



END OF ZELDA

One At A Time

Here's a way to avoid ambushes in the Overworld. When you get to a new section, defeat all but one of the enemies in the screen. Every time that you return to this screen only one enemy will be there! It will be super simple to avoid and move on.



Ultima EXODUS

Hit Or Miss

The Undead Spell can be extremely useful against Skeletons and Ghouls but only half of the time. Our Agents have found that the spell's effectiveness is related to the position of the enemies while it is used. The enemies each have two positions. Use the spell when they are in the pictured "Hit" positions. Concentrate and use the spell as soon as your enemies are vulnerable.



The enemies have their guards down to the Undead spell while in this position.



A spell used while the Ghouls and Skeletons stand like this will be wasted.



Enemies inhabit almost every section of the Overworld.



Leave one enemy in each screen end no others will appear.

GAME BOY TIPS



**SUPER
MARIOLAND**

**The Castlevania™
Adventure**

■ Stage Select For Experts

The good news is that you can select stages in this great adventure. The not so good news is that you must first complete the game twice in a row. This can be somewhat challenging. Once you have accomplished this feat, you can simply press Left and Right on the Control Pad to change the stage number. Being an expert at the game, you deserve to be able to skip ahead to your favorite level.



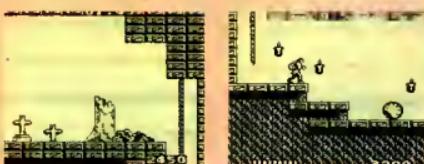
Complete the game twice and you'll be rewarded with the ability to select any stage.



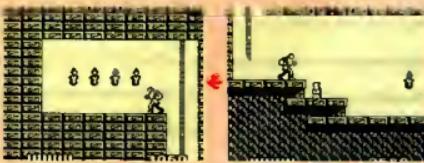
Press Left and Right on the Control Pad to select levels.

■ Extra 1-Up

If you pass by the first Candle in Stage One of Stage One, you'll find a 1-Up by then breaking the eleventh Candle. You'll also find a 1-Up in the hidden room, which is above the fifth rope. Get both of these 1-Ups and let your character lose a life. Then collect the 1-Ups again. Continue to collect two 1-Ups, lose a life and start over to build up your total number of lives remaining.



Lose a life after collecting both 1-Ups and start again.



Get the 1-Ups again and keep collecting.

GAME BOY TIPS

MOTOCROSS MANIACS™

■ Grind Down

Get a super time on your run with a straight ahead race to the goal. On the loops, you can pick up so much speed that you will land in a rut and pass by all of the rest of the jumps. As you jump into a loop press the B Button quickly and repeatedly for super Turbo power. You'll land with extra force and work down below the surface of the track.



Use all of the nitro power you have.



You'll come out of the loop deeply rooted with an express route to the goal.



GOLF

■ Try It Again

Your golfing partners will never let you do this outdoors. We've discovered that you can retry your tee shot if you happen to get into some trouble right away. If you don't like the direction of your first shot on any hole, just turn off the Game Boy, turn it back on and continue. You'll start again on the same tee as before!



Hyper Lode Runner™

■ Review

Once you have cleared 50 levels of this fun treasure collecting game, you can go back to any of the levels that you completed by entering the password QM-0388. Then select your level and play it again! You can skip past the beginning levels and set yourself up for the real challenges of the advanced levels.

LEVEL 50 MEM 3
SCORE 0000000
HISCORE 0000000
PASS WORD
QM-0388

You're an accomplished Lode Runner.



QM-0388

LEVEL 50 MEM 3
SCORE 0000000
HISCORE 0000000



Enter the password and relive the challenges.



The first shot doesn't have to count. Reset and try the same hole again!

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Nintendo



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